A GAME PROGRAM FOR ALL
ATARI HOME COMPUTERS

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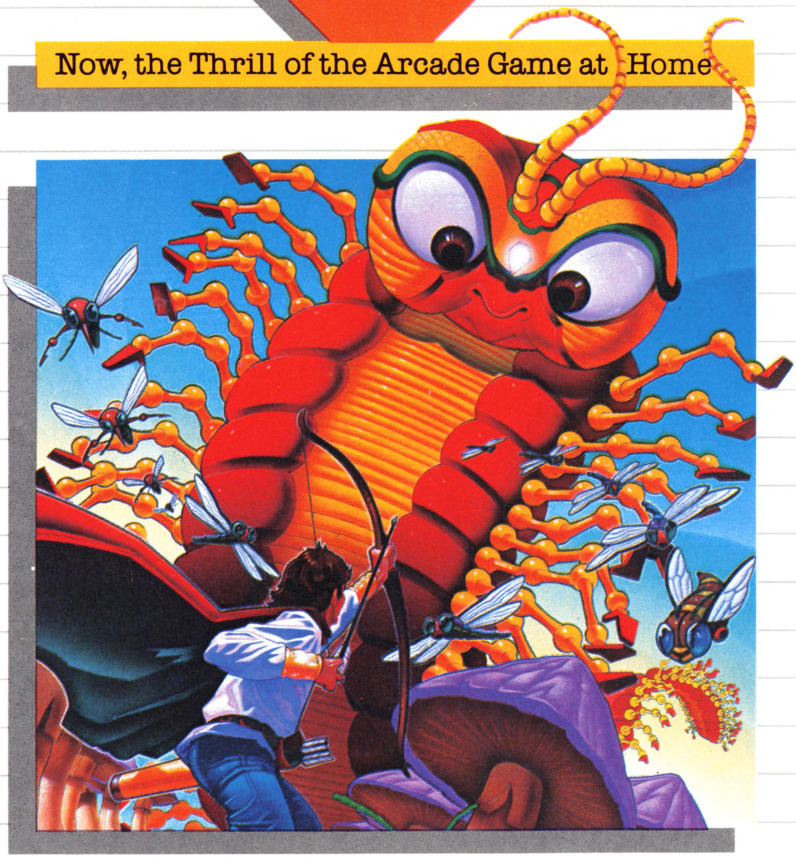
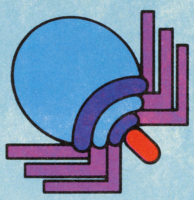
Millipede™

Now, the Thrill of the Arcade Game at Home



RID YOUR GARDEN OF THOSE BOTHERSOME BUGS!



An army of menacing millipedes — cousins to the famed centipede — have invaded your garden patch, and you must shoot arrows at them to rid your plot of these pesky pests. But wait! The millipedes aren't the only insidious insects you have to destroy. Jumping spiders, buzzing bees, bouncing beetles, mosquitoes, dragonflies, inchworms, and earwigs all have unique and deadly powers of their own!

GETTING STARTED

Insert the MILLIPEDE cartridge as explained in your computer owner's guide, and turn on your computer.

Plug a joystick or TRAK-BALL® controller into controller jack 1 and, if you like, another into controller jack 2 for two players. You can play a two-player game with only one controller; simply trade the controller back and forth during the game. Press OPTION to select either ONE CONTROLLER or TWO CONTROLLERS.

Press SELECT to choose a one- or two-player game.

Press START to select the number of points you want to begin a game with. In the first game of any game-playing ses-

sion, you can start with 0, 10,000, 20,000—up to 60,000 points. Move the joystick to the right to increase the score and to the left to decrease it. After the first game, you can start at 10,000 points below your previous high score, up to 300,000. If you just played a game and scored 130,000 points, for example, you can start your next game at 120,000.

Press the red fire button to begin the game.

Press the space bar to pause during a game; press it again to resume play.

SURVIVAL TIPS

- Make sure you keep your eye on the millipede while you're getting rid of the other pests. The millipede can sneak up on you if you're not careful, so keep it under control.
- If a millipede touches a poisonous mushroom—poisonous mushrooms are colored differently from most—watch out! The millipede will charge directly at you!
- When the insects swarm, you're in for big trouble if you're not alert. Only a spider can enter the garden while the mosquitoes, bees, or dragonflies are swarming. You get 100 extra points for the first swarming bug you destroy, 200 for the second, and so forth—up to 1000 points per bug. But beware! Swarming bugs fly fast and furious!
- Each insect has its own unique sound, so keep your ears open and you can anticipate what will be coming next.

SCORING

You begin the game with three lives. For every 10,000 points you get, you're awarded another life.

Mushroom 1
Mushrooms are all right, but they're slowly choking you out of your garden.

Millipede head 100
Millipede segment 10
The millipedes attack from the top of your garden. When a millipede bumps into a mushroom it reverses direction. If any part of the millipede touches you, you're finished!

Spider 300, 600, 900, or 1200
Jumping spiders enter from either side of the screen. How many points you get for ridding the garden of a spider depends on how close it is when you shoot it.

Beetles 300
Beetles crawl in when you least expect them. They also have a particular pattern they follow, so pay attention!

Mosquito 400
Swat mosquitoes for big points. But you'd better be quick with your arrows—they also swarm!

Bees 200
Bees buzz randomly through the magic patch. They have a very distinct sound, so they're easy to recognize. But watch out when they swarm at you or you're sure to get stung!

Inchworm 100
The inchworm can't move too quickly, but is deadly just the same. When you shoot this little critter, the movement of all the insects on the screen is slowed down for about five seconds.

DDT Bomb 800
Pierce one of the DDT bombs in your garden and earn an automatic 800 points. Explode the DDT at the right time, and the vapor will wipe out any bug it touches! For each bug that's destroyed by DDT, you'll earn triple the points you'd normally get for it.

Dragonfly 500
Be careful! These flying beasts like to swarm too.

Earwig 1000
Earwigs are hard to hit, but if you're on target, they're worth a lot. Earwigs also poison mushrooms on contact, changing their color. Get the earwigs before they cause more damage.

Each time you lose a bug blaster, you receive 5 points for every flower, poisonous mushroom, or partly destroyed mushroom left on the screen.

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Designed by Atari Inc., Programmed by Stephan R. Crandall, Computer Graphics by Gary Johnson, Audio by Brad Fuller